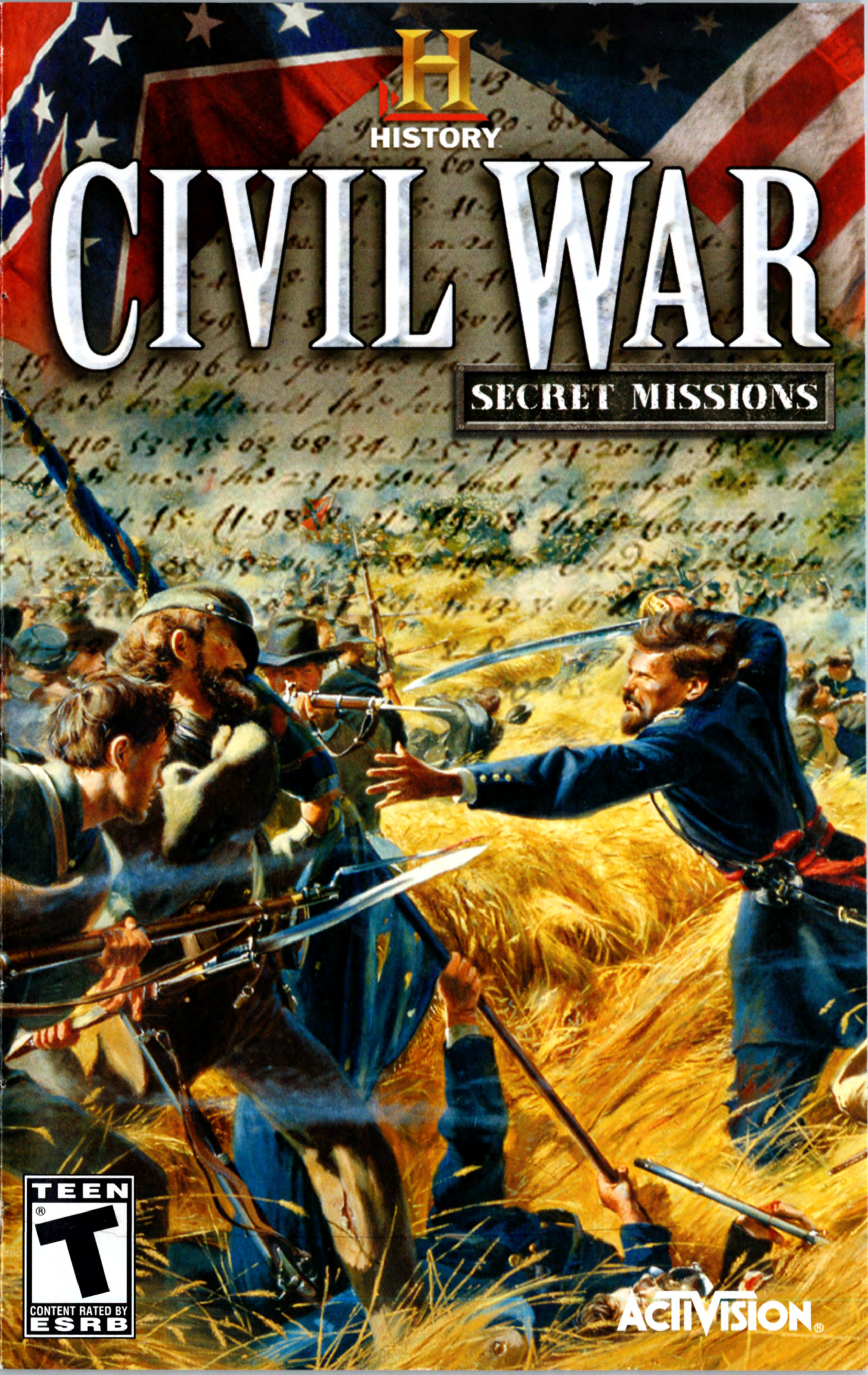
HISTORY

CIVIL WAR

SECRET MISSIONS



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CONTENT RATED BY ESRB

ACTIVISION®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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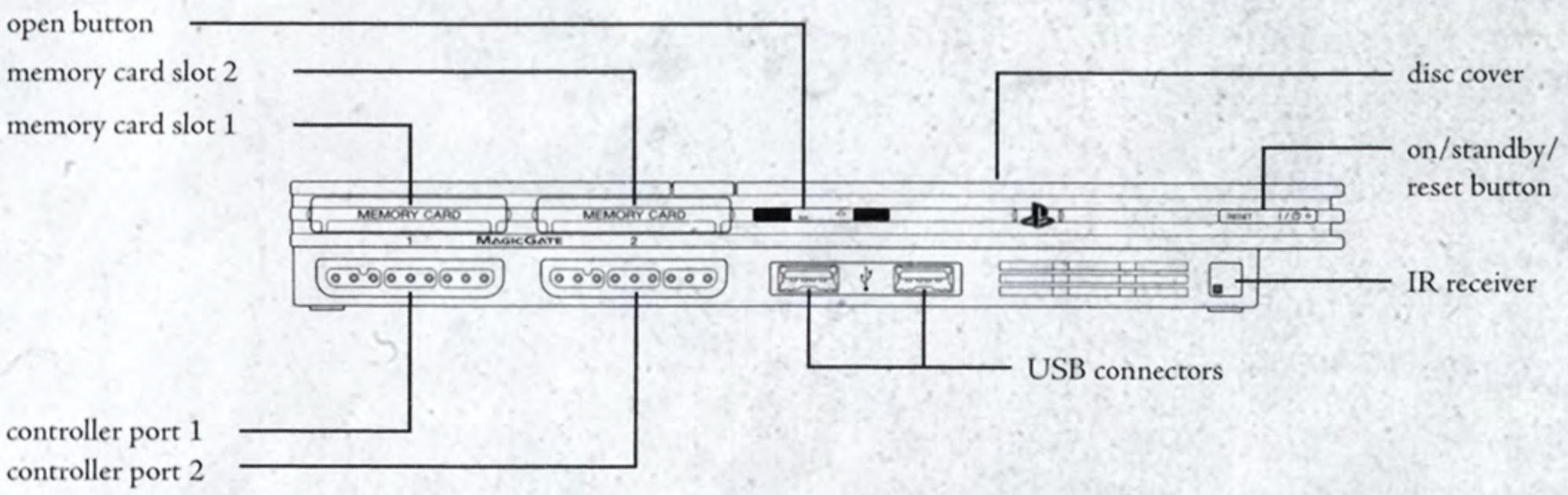
GETTING STARTED



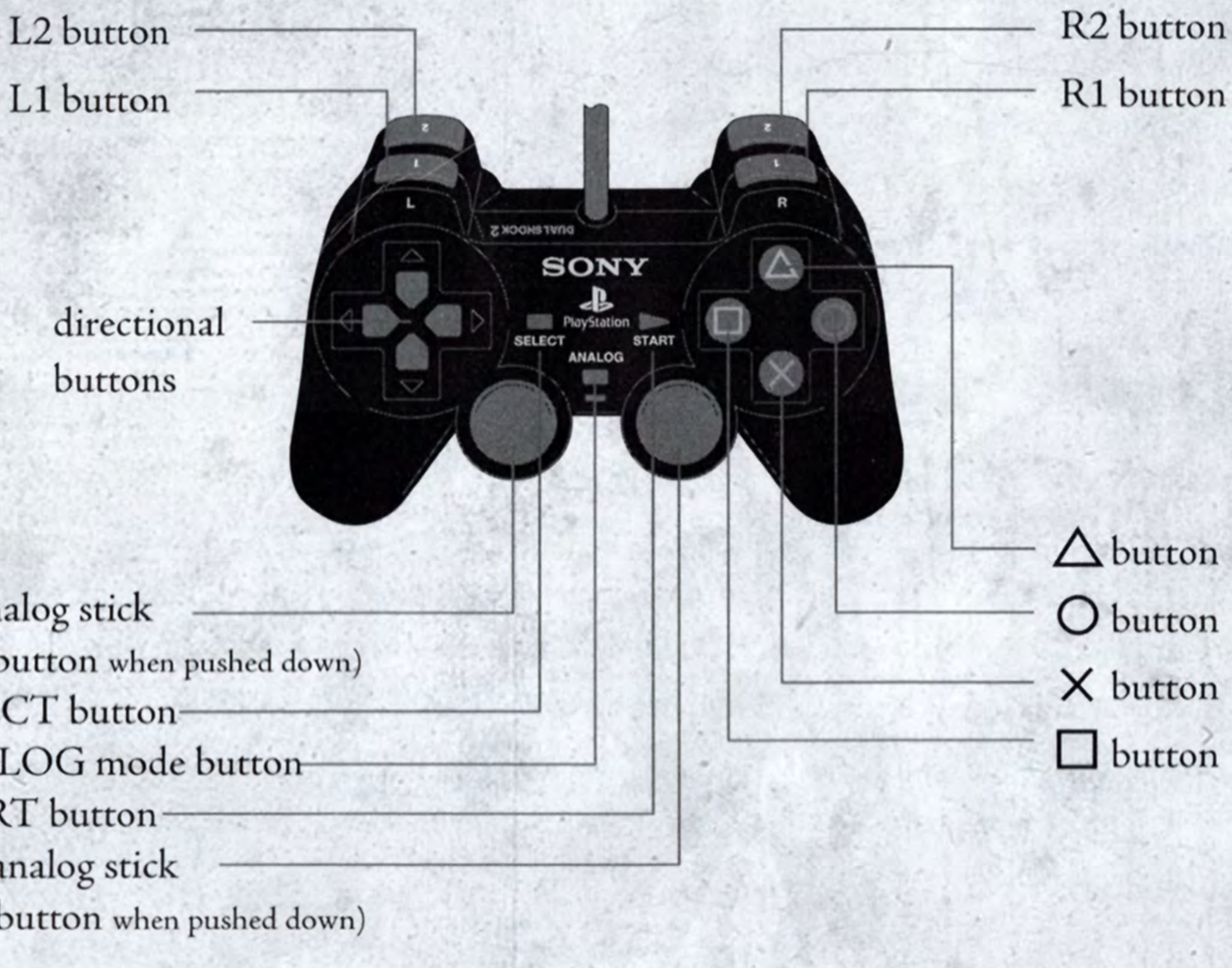
Set up your PlayStation 2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the CIVIL WAR: Secret Missions disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation 2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation 2) into MEMORY CARD slot 1 of your PlayStation 2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation 2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

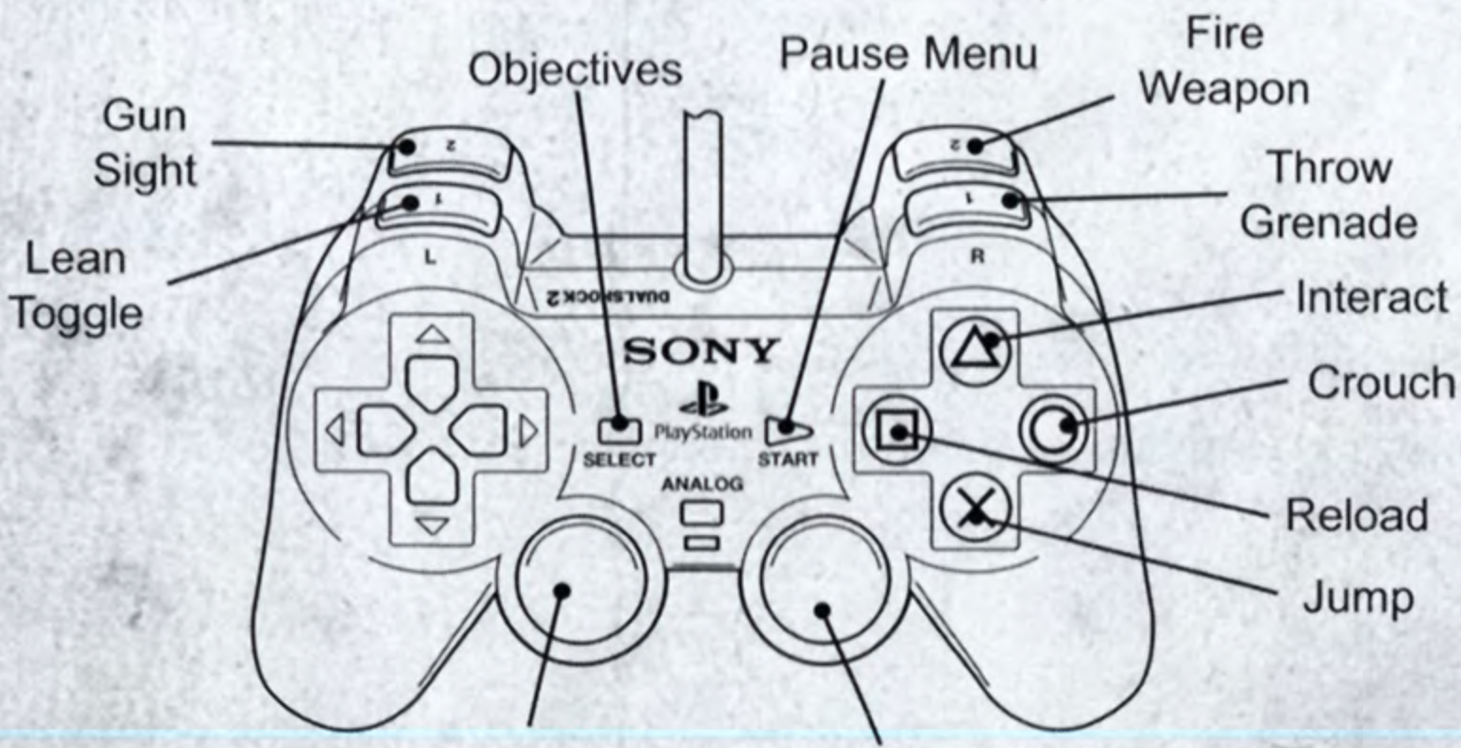


Introduction

During the American Civil War, in a time when great battles dominated the landscape, both the North and South were desperately searching for ways to gain an advantage. One method discovered was the use of guerilla tactics conducted by rangers and partisan soldiers. These tactics were often executed by small groups of men who devised cunning plans that could disrupt or cripple large armies by cutting off their supply lines, disrupting communications, or by capturing military leaders. Their little known but daring acts of ingenuity and bravery were some of America's earliest covert operations.

In HISTORY™ Civil War: Secret Missions, you will have the opportunity to play as both Union and Confederate soldiers and relive history as you conduct train raids, sabotage military outposts, board Ironclad ships, and more in missions that are inspired by true events .

Controls



Menu Navigation

Use the Directional Pad to highlight your selection. When you find your selection, press the ⊗ button.
At the Main Menu you may select from the following options:

- **New Game** – Start a new game. If you select this option, any previously gained progress will be lost.
- **Missions** – Select any previously unlocked level.
- **Continue** – Continue from your last saved game.
- **Options** – Adjust sound and control settings.
- **Bonus** – View bonus items such as videos, pictures, and more.

Difficulty Setting

Each battle features three difficulty settings:

- **Easy** – This mode is for beginners. Enemies cause less damage to your character and you cause less damage to the enemies. Accuracy and reaction times are slowed down for your enemies.
- **Normal** – This is the standard difficulty setting and suitable for most players.
- **Hard** – This mode is for advanced players. Enemies cause more damage to your character and you cause more damage to the enemies. Accuracy and reaction times are also improved for your enemies.

Ranking System

Ranks are awarded for killing enough enemies and completing the bonus objectives. There are 8 levels that can be achieved. Each time you are promoted you will receive new skills or skill points which can be used to improve certain attributes of your character.

- Pioneer
- Corporal
- Sergeant
- Lieutenant
- Captain
- Major
- Colonel
- General

Skills

Skills are character attributes that can be improved and customized as you play the game. You can unlock skills and skill points by attaining new ranks. Skill points are used towards the attribute of your choosing on the Skills Menu located on the Mission Selection Screen. There is a maximum of 2 levels per skill. Players that beat the game on hard will achieve additional bonus skill points at the end of the game.

Ammo: Increases your ammo carrying capacity.

Damage: Increase the amount of damage you can inflict.

Health: Improves how many hits your character can take before dying.

Regeneration: Improves how quickly your character recovers from damage.

Game Screen

1. **Objectives**: Displays a list of mission objectives that you must accomplish to complete the mission. This list will update as you receive new objectives and complete old ones.
2. **Grenades**: Shows the number of grenades you currently have.
3. **Ammo**: The left number displays how many rounds are currently loaded in your firearm. The right number displays how many additional rounds you are carrying.
4. **Weapon Name**: The name of your equipped weapon.
5. **Rank**: Your current rank and equipped skills.
6. **Compass**: This shows the direction of your current objective.
7. **Damage Indicator**: A partial red ring around the reticule shows which direction you are taking damage from.

Pause Menu

Accessed by pressing the START button while playing the game, the Pause Menu provides you with several useful options:

- **Continue** – Select this option to continue the level.
- **Restart Level** – Select this to restart the level.
- **Load Last Checkpoint** – Allows you to start where you last saved.
- **Options** – Access the Options Menu to adjust sound and control settings.
- **Quit** – Select this option to return to the Main Menu.

Strategy

The High Ground: One of the most important concepts in warfare, the high ground offers you a better vantage point and firing position. Beware, it offers your enemy these same advantages!

Reinforcements: Beware of reinforcements strengthening the enemy's position, and maximize the effectiveness of yours by protecting them. If you see a fellow soldier engaged in hand-to-hand combat with an enemy, help him out and you will be helping yourself in the long run.

Flanking: The act of moving around an enemy's position to attack them from the side, or flank, is a tried and true military tactic that's been used for millennia. Use this to your advantage, especially when confronted by superior firepower or a larger force.

Cover: The battlefields are littered with varied types of cover. You will encounter earthwork barriers, stone walls, wagons, and buildings of all shapes and sizes. Use these features to gain valuable protection and seconds for reloading.

Hand-to-Hand Combat: Reloading a firearm can be a time-consuming process, so it pays to plan your reload times. If needed, don't forget that you can perform a melee attack if an enemy charges your position.

Reconnaissance

Gunpowder Barrels: These barrels will explode if you shoot them or if a grenade explodes nearby. They are great for taking out pockets of enemy soldiers. Some may be glowing red, which will mean you will need to set the fuse.

Ammo Box: Stock up on some ammo by finding these boxes and picking them up.

Letters: There are 9 letters scattered across the game. See if you can find them all.

Photos: There are 11 photos scattered across the game. See if you can find them all.

Weapons

Bowie Knife - A standard Army issued field knife.

Army Saber - This sword features a razor sharp blade for cutting and slashing.

Colt Revolver - The 1860 Army Colt is a 6-shot percussion revolver that fires .36 caliber bullets.

Whitworth Sniper Rifle - The British made rifle is a muzzle loading weapon with a telescopic lens and can hit targets at 800 yards.

Spencer Carbine Rifle - A 7 shot, lever-action, repeating rifle. The bullets are fed through the stock by way of a tube magazine.

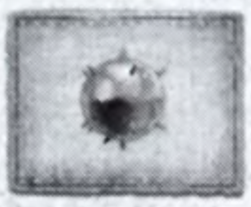
Sharps Sniper Rifle - Although it only has 1 shot, the breach loading makes it quick to reload.

Sharps Field Rifle - The sharps breach loading rifle shoots a .54 caliber bullets.

Double-Barrel Shotgun - This 16 gauge muzzle loading weapon packs a powerful punch and can hit multiple targets at once.

Colt Rifle - The 1855 Colt revolving rifle was much like its pistol counterpart and could shoot 5 rounds.

Henry Rifle - This rifle can hold an astounding 15 rounds, which are carried below the barrel.



Grenades - Grenades from both the Union and Confederate armies are pictured left.

Napoleon Cannon - A smooth-bore muzzle loading weapon that can shoot 12 pound cannonballs at a range of 1700 yards.

Gatling Gun - A hand cranked rapid-fire gun with six barrels, capable of shooting 600 rounds per minute.

Coffee Mill Gun - A hand cranked machine gun that shoots .58 caliber bullets.

Customer Support

Online Support

Internet: support@activisionvalue.com or http://www.activisionvalue.com

Fax

(952)918-9560, 24 hours a day

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Activision Value, Customer Support
7800 Equitable Drive, Suite 200
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